ARRI TECHNICAL NOTE P-1010

Camera/RCU Memory Map
August 1, 2000

Summary

This note contains a graphic that shows where the fps and shutter values are stored in the camera and in the RCU, and how they are manipulated.

Legend

The boxes with double outlines are memory spaces in the respective piece of gear where fps and/or shutter values are stored.

NORM-PS/CCU Switch

Please note that the NORM-PS/CCU switch on the camera will only switch between the two fps memory spaces in the camera. The shutter angle setting will not be altered by the NORM-PS/CCU switch.

Unplugging the RCU

The last fps and shutter values set in the camera by the RCU will remain set in the camera after the RCU is unplugged. Switching the NORM-PS/CCU switch will only set the fps value to a standard speed, but will NOT affect the shutter value.

To avoid leaving the wrong fps or shutter value in the camera:

Use the RCU
to set the camera to a standard speed and shutter angle
BEFORE
unplugging the RCU !!

For more information on this issue, please contact Marc Shipman-Mueller at
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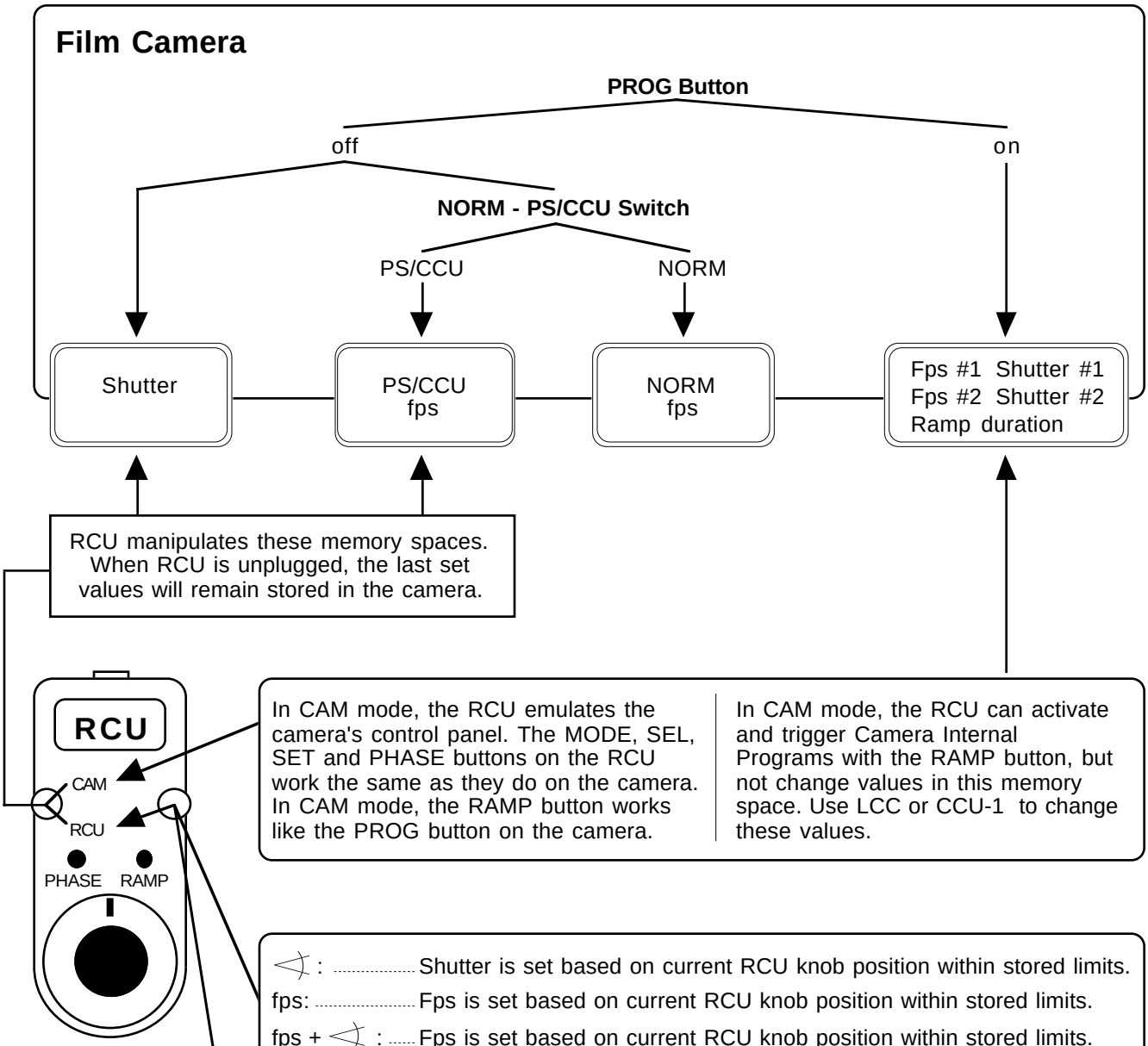
or your local ARRI representative.


Film Camera
PROG Button
off
on
NORM - PS/CCU Switch
PS/CCU
NORM
Shutter
PS/CCU fps
NORM fps
Fps #1 Shutter #1
Fps #2 Shutter #2
Ramp duration
RCU manipulates these memory spaces. When RCU is unplugged, the last set values will remain stored in the camera.
RCU
CAM
RCU
PHASE
RAMP
In CAM mode, the RCU emulates the camera's control panel. The MODE, SEL, SET and PHASE buttons on the RCU work the same as they do on the camera. In CAM mode, the RAMP button works like the PROG button on the camera.
In CAM mode, the RCU can activate and trigger Camera Internal Programs with the RAMP button, but not change values in this memory space. Use LCC or CCU-1 to change these values.
: ..... Shutter is set based on current RCU knob position within stored limits.
fps: ..... Fps is set based on current RCU knob position within stored limits.
fps + : ..... Fps is set based on current RCU knob position within stored limits. Shutter is calculated and set based on "Fps upper limit" with 180°.
Fps upper limit Shutter upper limit
Fps lower limit Shutter lower limit
ramp: ..... Fps is set to first ramp fps stored in RCU memory.
ramp + : ... Fps is set to first ramp fps stored in RCU memory. Shutter is automatically calculated and set based on the faster one of the two stored ramp fps values with 180°.
First ramp fps Second ramp fps
Ramp duration